# How to / Trackmania / Mediatracker / Workflow

Author : TStarGermany (Translations: Firebird)

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## Section 8 : General helpers

You can relax, you almost made it !

In the upper left corner of the Mediatracker, there are some useful little tools to organise your work.

| Button | Explanation |
|---|---|
| A | Exit the Mediatracker |
| B | Save your track |
| C/D | Export / Import Clips. Very useful to save time when you need to copy large content from one Clip to another (Even between Intro/InGame/EndRace). |
| E | Import a Driving Ghost to the track (see Ghost GPS for example) |
| F | Show Mediatracker Ghost names above the cars |
| G | Shoot Video |
| H | Make screenshot |
| I/N | Preview current clip's content / Preview complete clip group |
| J / K | Reset Camera Roll / Yaw |
| L/M | Switch to free camera / clip camera |

**Additional Buttons & Keys**
F10 : Make Screenshot
TAB: Show/Hide Mediatracker console
Num+ / Num- : Speed up or Slow down the camera movements

## How to copy Clips and Tracks

You can copy one clip's content to another clip by using the **"Import/Export"** function. You can also use this function to import/export content between *Intro / Ingame / Endgame* Mediatracker content !!!

## How to copy Blocks

**Select the Block, press CTRL+C, proceed in the Timeline and press CTRL+V.**
Actually it's a simple copy & paste procedure. This is useful if you have many consecutive Blocks with the same attributes.

## How to copy values between keyframes

**Select the TARGET keyframe, hold CTRL+ and click the SOURCE keyframe.**
For better workflow it's often necessary not to enter all single values of an effect by hand, but to copy them from another frame (and then change little details)...

## Congratulations, you made it !

If you carefully read the tutorial, you shouldn't really have any big questions anymore. From now on a look at the Quick reference guide at the top of the page should be sufficient.

## Last words on Mediatracking

(1) Creating really sophisticated mediatracker content requires lots of practice and some "trickery", when combining several effects and functions into 1 stunning effect... The more you learn & practice in the mediatracker, the more stunning effects you will be able to create.

(2) Using bad looking effects or overloading a mediocre track with too much mediatracker content will make you look stupid. Don't try to show off, if you don't really know what you're doing.

(3) Carefully consider when and what mediatracker content you want to use in your tracks, especially when driving action and Ingame-Mediatracker content might interfere (example: looping camera)...

## That's it. Have fun ;-)

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